War of Exile

by EclipsePheniox

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Summary: Set in Halo 4 multiplayer. 30 years ago a UNSC ship crashed

of an unknown planet. The survivors then create 3 factions to survive. but now as tensions rise war is inevitable. Only an

ex-bandit and an banished Amazon can stop it.

War of Exile

I do not own halo 4.

It had been 30 years since the crash with no hope of rescue. The UNSC 'Diadochi's violent's' mission was to find any forerunner tech. But they had a brutal fire fight with rogue covenant ship far from UNSC controlled space. They then crashed on a near by planet. Thankfully the covenant did not pursue.

Out of a crew compliment of 2'600 only 300 members of the crew made it. Most of them where non-combatants and the rest are ether marines or ODST's.

After the crash they divided themselves into 3 settlements each one had 100 people living there. But over time they became more territorial and stopped trade with each other. They also move further away from each other for more territory. However due to the lack of resource's they cannot create any vehicles and can only create weapons without the computer tech.

Each faction then became known by different names and colours. They are:

The Sarr Republic lead by Minister Joe Lace with the colour of blue. They have a population count of 3'506 civilians, 1'386 marines and 814 ODST's. They are located to the north next to the sea. With the capitol settlement of Solaris.

Note: This group this has hope that the UNSC will come and have the most advanced tech.

The Order of Colran lead by Mother Sarnis Kolan with the colour of orange. They have a population count of 3'671 civilians, 1'256 marines and 754 ODST's. They are located in the woods to the east with the capitol settlement of Amazonia.

Note: This group are mainly women but have lost all hope of the UNSC coming. They also follow the religion of Colran a goddess who created the Forerunners as vanguards of the galaxy.

The Union of the New Order lead by High master Volran Garton with the colour of black. They have a population count of 3'782 civilians, 1'465 and 683 ODST's. They are located in hills to the south with the capitol settlement of New Century.

Note: This group believes that the UNSC abandoned them so has a intense hatred for them. They are xenophobic but do trade with others from time to time. They also believe that the other factions are beneath them and use captured prisoners as slaves.

There are also the Marauder raiders a group of unknown size of people who raid faction settlements. They use the colour red.

For years the factions lived in relative peace but now tensions are rising and war is about to begin.

End file.